



2 0 0 9

TEACHER AND COACH GUIDE

Kalamazoo Public Library
315 South Rose Street
Kalamazoo, Michigan 49007

OBJECTIVES

1. To promote the love of reading (and have fun).
2. To promote the use of public libraries as neighborhood and community resource centers.
3. To introduce children to a wide variety of literature and multicultural reading materials (and have fun).
4. To provide a recreational outlet for readers.
5. To encourage children to participate in a group activity (and have fun).
6. To encourage children to read for retention.
7. To provide a positive learning experience for children, librarians, teachers and parents (and have fun).
8. To form partnerships with local schools and businesses and strengthen community ties.
9. To build confidence and integrity in young readers (and have fun).
10. To participate in a public library activity that promotes reading as a pleasurable lifelong experience.

**A Battle of the Books Program by
the Kalamazoo Public Library.**

PREPARATION

Five Easy Steps

Step 1 — Just say yes, we'll do the rest!

What is the Challenge? In the late 1930s, two Chicago school librarians developed a program to test young readers' knowledge of good literature. The program reached thousands of Chicago school children and was quickly turned into a weekly radio quiz program known as "The Battle of the Books." Questions about characters, plots and settings were answered by teams representing public elementary schools. Answers were usually the titles of well known fiction books and biographies.

The Global Reading Challenge uses a format developed by the Portage (MI) District Library with their successful Battle of the Books program. However, the Global Reading Challenge also promotes the reading of fiction that celebrates the world's diverse community. The Global Reading Challenge is limited to 4th- and 5th-grade classes within the Kalamazoo Public Library District.

Ten books are selected each year by Kalamazoo Public Library Children's Librarians, specially suited to the reading interests of their young readers. A wide range of reading levels is represented by selected books so all students can participate in the Challenge. Questions are based on specific factual and content information found within the ten selected books.

School Challenges will be conducted in each school building by library staff. Branch Challenges will be held at individual branches and winning branch teams will compete in the District Challenge.

Step 2 — Preparing for the Challenge

Once you decide to take the “Challenge,” form teams of 7 students: 6 members plus one alternate. Develop a strategy to select and prepare your teams for the Challenge. A variety of reading abilities is suggested for each team, to include as many students as possible in the fun. Peer pressure can really spark reading interest! Once your teams are formed, select team names and captains. The captain will act as the spokesperson for the team.

The excitement begins in December, with the announcement and distribution of the Challenge books — one set of books per team. Thanks to a generous grant by the Gary Sisters Foundation, these books will be donated to the schools.

From the date the books are announced until your School Challenge, students should be reading and discussing their books and building team spirit by designing Challenge banners or posters, decorating hats or tee-shirts, etc. You might invite a parent to help coach the team or ask for an adult volunteer from the community to assist.

During this time, you and/or the adult coach should talk with the team on a regular basis to offer encouragement, check their progress and foster team cohesiveness. Make sure that each team member understands which books on the reading list he or she is expected to read (this is your strategy — should team members read all the books, some of the books, two of the books, etc.?). Sample questions can be found elsewhere in this booklet.

Step 3 — School Challenges

Working with individual school staff, KPL librarians will set dates for your School Challenge; these will take place during the school day in your school building. Schools with 2-5 teams will schedule one date; schools with 6 or more teams will schedule additional dates. Each School Challenge will last about one hour. Library staff will bring all needed materials to the Challenge.

Teams will sit in circles and be given paper and pencils. Teams may NOT use books during the Challenge. Judges will be asking 2 or 3 questions from each of the ten books; each question will be read once and repeated once. Teams will have 30 seconds to talk among themselves, write down their answer to the question, and deliver the answer sheet to the Judges' table. Correct spelling is not required, but the word or words must be identifiable. All questions will be True or False, Multiple Choice, or Short Answer. There will be three rounds with 8 questions in each round. Each correct answer will earn the team 5 points. If two or more teams tie for total points after the third round, additional questions will be asked of only those teams; questions will continue until the tie is broken. The team with the highest total points becomes the Advancing Team for that school.

Step 4 — Branch Challenges

In Kalamazoo, one Advancing Team from each school will participate in the Branch Challenges; there will be 3-4 schools represented at each one. Branch Challenges will be conducted exactly like the School Challenges, except that they will be held at the Branch Libraries in the evening so that families and friends can attend. The same number of questions will be asked, but they will be slightly more difficult than at the School Challenges. The team with the highest point total becomes the Advancing Team for that Branch.

Step 5 — District Challenge

In Kalamazoo, one Advancing Team from each Branch will participate in the District Challenge, held at the Central Library (5 teams total). The District Challenge will be conducted exactly like the School and Branch Challenges except that each round will have 10 questions (instead of 8) and the questions will be more difficult than at the Branch Challenges. The team with the highest total points at the end of three rounds will be declared the winner of the Global Reading Challenge.

TEAM SPIRIT

- Pick clever and original team names. Past teams had names like: “Battling Book Worms,” “Bookworm Warriors,” “Royal Readers,” and “Wordsurfers.”
- Paint posters to cheer teams to victory. These may be brought to the Challenge.
- Suggest everyone on the team wear the same colors on the day of the Challenge.
- Design a button with the team name, logo and team member names.
- Buy painters’ caps, bandannas or tee-shirts for team members to decorate with the team name and logo for their official Challenge wear.
- Encourage family and friends to attend the Global Reading Challenge at your school and/or branch library.

CALENDAR 2009



March 1—31

School Challenges

April 15, 7:00 pm

Oshtemo Branch Challenge

(MLK Westwood and Heritage Christian)

April 16, 7:00 pm

Central Branch Challenge

(Parkwood-Upjohn and Kazoo)

April 21, 7:00 pm

Eastwood Branch Challenge

(Spring Valley and Vine Dual Language)

April 22, 7:00 pm

Washington Square Branch Challenge

(Washington, Woods Lake,
and Milwood)

April 23, 7:00 pm

Alma Powell Branch Challenge

(Winchell and Lincoln)

April 30, 7:00 pm

District Challenge at Central Library



RULES

The Audience

Having an audience at the Challenge is wonderful! However, the audience may not assist the team in any way during the competition. Please remain in your seats during the breaks between rounds. All audience members are expected to adhere to the Library's posted Rules of Behavior.

Monitors

Monitors may be assigned to assist with the Challenge; they will watch teams for rule violations and may recommend a team's dismissal from the Challenge.

Teams

- No more than 7 members on a team (*6 players and 1 alternate*).
- 4th- and 5th-grade students MAY be on the same team.
- Each school must have at least 2 teams.

Questions and Answers

- Questions will be chosen at random before the Challenge begins.
- Questions will be read ONCE and repeated ONCE only.
- Teams will have 30 seconds to write down the answer.
- Answers should be clearly written; spelling errors are okay.
- Team alternates will deliver answer sheets to the judges.
- Once a team's answer sheets are turned in they may not be taken back by the team.
- Team alternates may not speak during the competition.
- Alternates may switch between rounds.

Ties

If two or more teams tie for total points after the third round, additional questions will be asked of only those teams.

Questions will continue to be asked until there is a winner.

Challenges and Questions from Teams

- If a team thinks that the Judges have made a mistake they may “Challenge” the question.
- Challenges must be made immediately after the question has been answered, but not after the next question has been read.
- Challenges will be accepted from team captains only.
Team captains may ask the Judge to clarify a question; however, Judges will not re-read a question after the second reading; Judges may choose not to clarify a question.
- Decisions of the Judges are final.

PAST SAMPLE QUESTIONS

From *The Volcano Disaster*, by Peg Kehret:

- Q. True or False? Warren knew that the Instant Commuter was working because a strong wind began to blow in his bedroom.
- A. True, page 33

From *Shadow of a Bull*, by Maia Wojciechowska:

- Q. What was the name of the town Manolo lived in?
- A. Arcangel, page 56

From *Class President*, by Johanna Hurwitz:

- Q. Julio's 3rd grade teacher loves his brownies. What is her name?
- a. Mrs. Cott, b. Mrs. Hockaday,
c. Mrs. Upchurch, or d. Mrs. Cooners
- A. Mrs. Hockaday, page 55

From *Julie of the Wolves*, by Jean Craighead George:

- Q. What color were Miyax's eyes?
- A. Black, page 8

From *Sounder*, by William H. Armstrong:

- Q. Who shot Sounder? The sheriff or the deputy?
- A. The deputy, page 26

From *Roll of Thunder, Hear My Cry*, by Mildred D. Taylor:

- Q. How old was Cassie when she beat up Lillian Jean?
- A. 9 years old, page 181

From *Maniac Magee*, by Jerry Spinelli:

- Q. After Mars Bar saved Russell where did he take him?
- a. to the store, b. home, or c. to a friend's
- A. b. home, page 178

CHALLENGE NOTES

